PUP ROUND-UP

Game Rules

1–6 players

4+

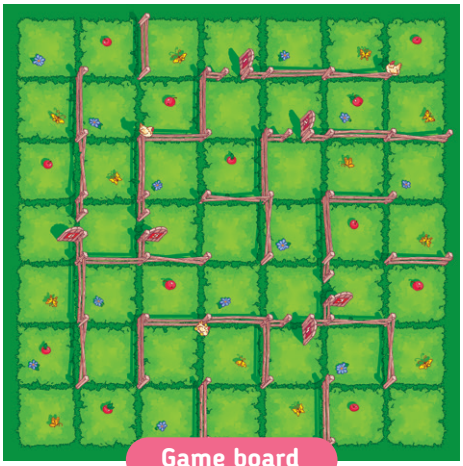
4–10 minutes

These rules are meant to be read by adults

ABOUT THE GAME

When the cheeky little lambs wander off from the flock, it's up to the clever border collie to bring them back. Help the dog catch them all! On your turn, roll the dice and move the dog by either adding or subtracting the numbers you rolled. If you land in a space with a lamb, you catch it. But watch out! Strong winds can slam them shut and block your path. Catch them all before the time runs out to win!

CONTENTS



Game board

Dog miniature

12 Lamb tiles

6 Gate standees

2 dice

These game rules

GAME SETUP

Before your first game, insert the Gate standees into their stands.

1. Place the game board in the center of the table.

2. Place the Dog miniature on the starting space in the center (see illustration on page 3).

3. Take all the Lamb tiles. Choose one of the icons: apple, flower or butterfly. Place one Lamb tile on each space that matches your chosen icon.

4. Place the Gate standees beside the board.

5. Set a timer on your phone:

First time playing and/or with kids ages **4 to 5**	**10 min**
Ages **6 to 7**	**8 min**
Ages **8 to 10** or **older**	**6 min**
Experienced players / challenge mode	**4 min**

6. The youngest player goes first. Give them the dice.

1
1
2
3
4
5
6
4
2
3
6

GAME OBJECTIVE

This is a cooperative game. Players take turns moving the Dog miniature on the board.
If the Dog ends its move on a space with a Lamb tile, you've caught it! Remove that tile from the board. Together, you must catch all the lambs before time runs out!

Tip for parents

For younger kids, you can just pick one of the numbers you rolled.

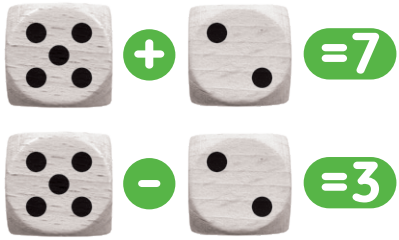
Teamwork!

Feel free to help with the math or suggest moves. You can say things like "Five plus two is seven" or "Go this way to catch the lamb!" But let the player make the final choice! A player can always say, 'No hints, please!'

HOW TO PLAY

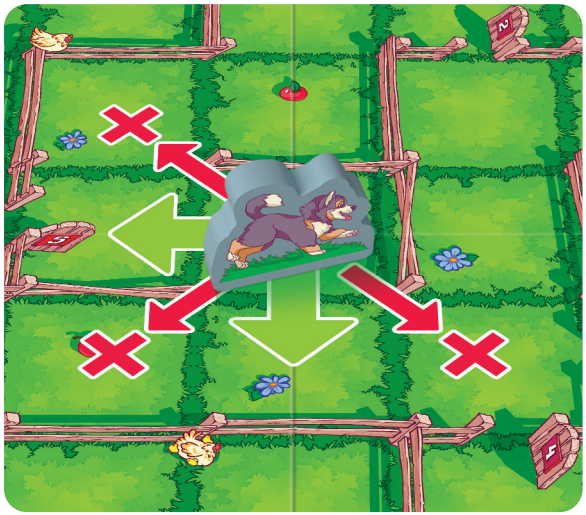
The First Player starts the timer and begins the game.

1. On your turn, roll both dice. Add the numbers together or subtract the smaller from the larger – that's how many spaces the Dog can move. **Rolled doubles**? (e.g., you rolled 4 and 4). Do not move the Dog miniature – see Gates instead.



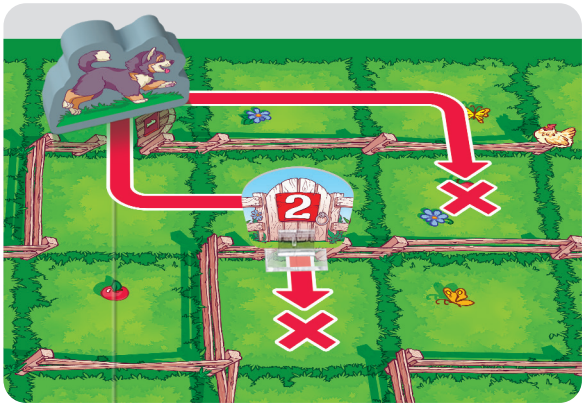
Example: If you roll 5 and 2, you can move 7 spaces (5 + 2) or 3 spaces (5 − 2).

2. Move the Dog miniature your chosen number of spaces, following these rules:

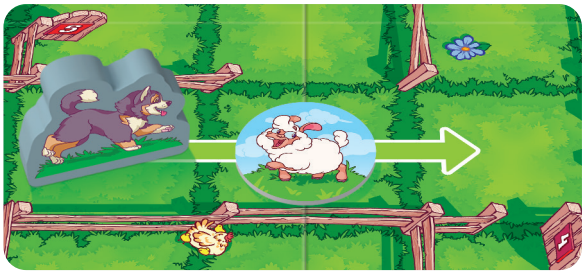


You can move **horizontally or vertically**, but **not diagonally**.

The Dog cannot go back to a space it has already visited this turn.



You cannot cross fences or **closed gates**.



You must move the exact number of spaces you rolled, even if that means skipping a lamb. There's a lamb on an adjacent space, but you rolled two?

You'l **have to run past the tile**! Sometimes the Dog runs too fast to stop in time.

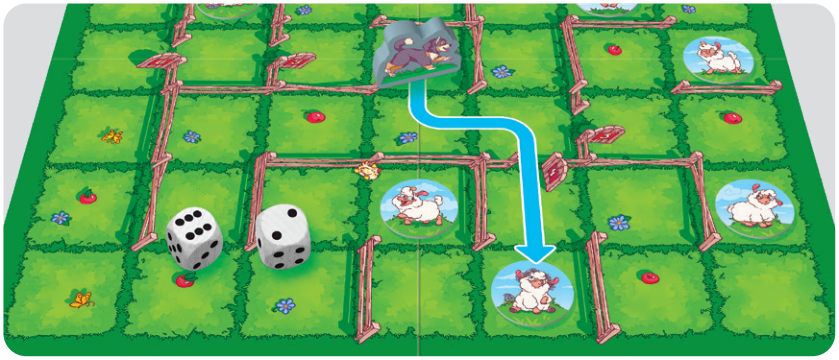
3. If the Dog lands in a space with a lamb, take the tile off the board. If not, the Dog stays where it is. Then pass the dice to the player on your left.

GATES

If you roll doubles, do not move the Dog. Instead, **open or close the gate** with the number you rolled. Rolled double 4s? Check the gate with the number 4. If it's open, place the Gate standee on the space to close it. Now this path is blocked! The Dog will have to find another way.

If it's already closed, remove the Gate standee from the board to open it. After this your turn ends. Pass the dice to the next player.

TURN EXAMPLES



Mary rolls 6 and 2 → She can move the Dog miniature 8 or 4 spaces. She chooses 4, lands in a space with a lamb, takes the tile, and passes the dice to Peter.

Peter rolls 4 and 4 → Instead of moving the Dog, he closes the gate #4 by placing its standee on the board. The path is now blocked! He passes the dice to John.

John rolls 5 and 1 → He can move the Dog miniature 4 or 6 spaces. Sadly, the Dog lands in an empty space either way. Too bad! He moves the Dog, then passes the dice to Mary. The game goes on.

END OF GAME & VICTORY

The players win if every lamb is caught before time runs out! Want more of a challenge? Try a shorter time next time!

The players loseif time runs out when there are lamb tiles still left on the board. Better luck next time!

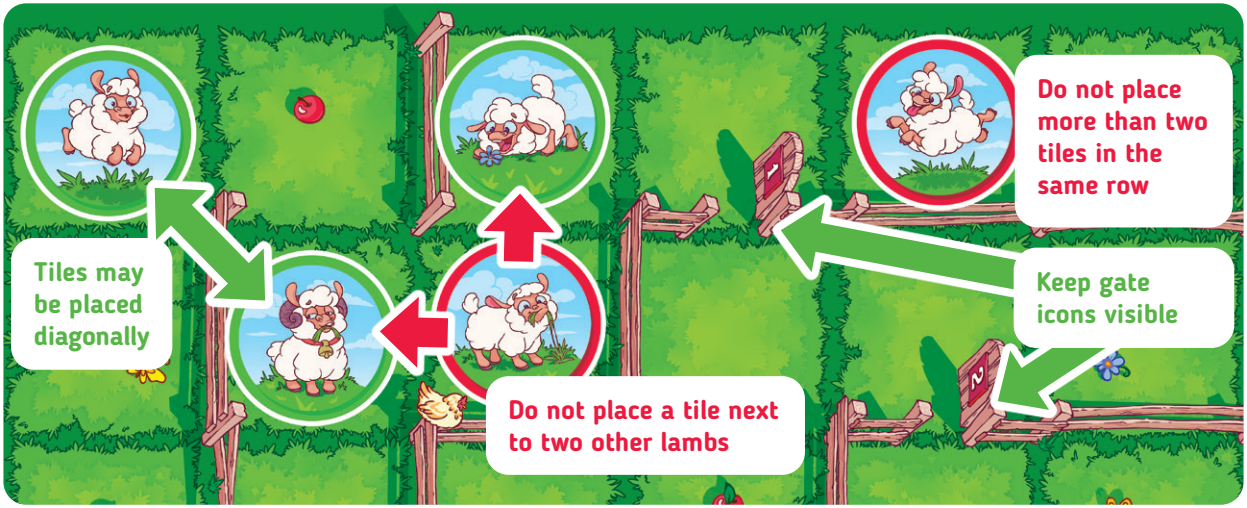
FOR ADVANCED PLAYERS

Ready for a real challenge? To mix things up, place the Lamb tiles anywhere you like on the board, except the center space with the Dog.

You can follow these guidelines on the right for balanced challenges, or you can let the lambs have a field day and place them anywhere you like!

Guidelines:

- Make sure no row or column has more than 2 tiles.
- Do not cover gate icons with Lamb tiles.
- Leave at least 1 empty space between lambs – no chains! Lamb tiles can be placed diagonally from each other.



CREDITS

Game Designer: Ilya Eltunov

Artwork: uildrim, Marina Piskunova

Game Development: Petr Tyulenev, Sergey Pritula

Producer: Vladimir Grachov

Design and Layout: Kristina Soozar

Executive Editor: Anna Davydova

English Translation: Angelina Lyakutina

Editorial Director: Alexander Kiselyev

Playtesters: Elena Vornoskova, Marina Kuznetsova, Egor Berezhkov, Andrey Vinner

Acknowledgments from the Author:
A huge thank you to everyone who playtested the game and provided feedback. Thanks to your support, the game has become so awesome!

Special thanks to: Arseniy Yeltunov, Luka Yeltunov, Maria Yeltunova, Igor Yeltunov, German Tikhomirov, Yuri Yamshchikov, Dmitry Belko, Oleg Grebnev, Pavel Logvintsev, Sergey Esmont, Ilya “Ilf” Churakov, Albina Makarova, Filipp Ivanov, Ivan Sennikov, Sergey Sokolov, and the geek/anti-café Frontier.

PUBLISHER: HOBBY WORLD

General Manager: Mikhail Akulov

Production Manager: Ivan Popov

Head of International Production: Vladimir Sergeyev

Prepress: Ivan Sukhovey

Creative Director: Nikolay Pegasov

International Distribution: Maria Nikolskaya

Special thanks to Ilya Karpinsky.

Reprinting and publication of the game’s rules, contents, and illustrations without the copyright holder’s permission is strictly prohibited.

© 2025 Hobby World.
All rights reserved.

international@hobbyworldint.com

hobbyworldint.com

Rules version 1.0